APE ESCAPE – DEVELOPER INFORMATION

Susumu Takatsuka/Producer

- former employee of Sega
- while with Sega, worked on arcade games as designer (Virtua Fighter/Virtua Fighter 2/Fighting Vipers)

Q.

R. Kenji Kaido/Lead Planner

- former employee of Taito
- involved in the direction and planning of over 10 games including Night Striker (arcade 3D shooting), Camel Try (arcade action), and Sonic Blast Man (arcade punching)

S.

T. Katsuyuki Kanetaka/Planner

- former employee of Capcom
- involved in the planning of the arcade game Street Fighter Zero 2, and Street Fighter Zero 2 for the PlayStation and Sega Saturn
- also assisted in Super Puzzle Fighter 2X for the PlayStation and Sega Saturn
- involved in the planning of the arcade game Vampire Saver

U.

V. Takamitsu Iijima/Lead Designer

- joined SCEI at the end of 1996, initially as a part-timer, responsible for the design of all promotional CG artwork for Wild Arms

Kazuo Kato/Lead Programmer

- formerly with the company Epoch
- worked on Doraemon for the PlayStation, supported the production of Doraemon for the Sega Saturn, and was involved in research/development stage for an action game and a soccer game for the N64

OTHER TEAM MEMBERS

Executive Producer

Yoshida Shuhei

Planners

Hidekuni Sakai, Kenkichi Shimooka, Shingo Matsumoto

Designers
Taichi Ogawa, Shusuke Saito, Satoru Miyaki, Shoji Miyazaki, Hideaki Takaku, Shingo Takahashi, Hiroki Nishi, Mikiko Takeda, Yusuke Watanabe, Makoto Doi, Toshiyuki Yonekura, Takeshi Sugiyama, Shuhei Hashimoto

Programmers
Yuji Yamada, Kenji Ishii, Toshitake Tsuchikura, Kaoru Hagiwara, Makoto Wakabayashi Kiyoshi Sakai

Sound
Masamichi Seki, Soichi Terada, Keiichi Nishimoto, Masaaki Kaneko

Visit the Ape Escape Website :
www.playstation-europe.com/ape-escape

Developer: Sony Computer Entertainment Inc.	**Genre:** 3D Platform	**No of Players** : 1
Peripherals: Analog Controller (DUAL SHOCK) Compatible only, Memory Card		